

Iowa Alternate Assessment

Performance Level Descriptors & Cut Scores

2009 – 2010

Math

Grade 3 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
<ul style="list-style-type: none"> Identifies whether the story problem is an addition or subtraction problem Identifying symbols used in addition and subtraction problems Identify numbers (distinguish numbers and non-numbers) and one-to-one correspondence Identify units of measure (time, length, liquid, money, calendar, including fractional parts of units) 	<ul style="list-style-type: none"> Given an appropriate procedure to use, solve a story problem Perform addition and/or subtraction Represent, compare and order numbers (show me three, which is more, place value) Identify and use standard units of measure (time, length, liquid, money, calendar, including fractional parts of units) 	<ul style="list-style-type: none"> Solve a story problem – can decide on the appropriate procedure to use Perform addition and subtraction with regrouping Use estimation; uses $<$ $>$ symbols in comparing numbers Apply standard units of measure (time, length, liquid, money, calendar, including fractional parts of units)
0-40	41-99	100+

Grade 4 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
<ul style="list-style-type: none"> Perform one of the four operations with whole numbers Identifies whether the story problem is an addition, subtraction or multiplication problem Extend simple patterns Identify information from graphs (e.g., is this a bar graph or a circle graph; what is the graph about?) 	<ul style="list-style-type: none"> Perform two of the four operations with whole numbers Given an appropriate procedure to use, solve a story problem Identify and extend numerical and geometric patterns (a, b, a, b) Interpret information from graphs and tables (e.g., which is more? Less?) 	<ul style="list-style-type: none"> Perform three of the four operations with whole numbers Solve a story problem – can decide on the appropriate procedure to use Identify, create and extend patterns Interpret information from graphs and tables to solve problems
0-50	51-105	106+

Grade 5 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
<ul style="list-style-type: none"> Perform two out of four operations with whole numbers Identify needed information for solving multiple step problems Recognize equivalents using numbers and objects ($5=?$ Objects) When given choices, estimate – guess the quantity and check the amount 	<ul style="list-style-type: none"> Perform three out of four operations with whole numbers When given choice of strategies, solve multiple step problems Recognize equivalents using number sentences ($3 + x = 5$) Use methods of estimation to round whole numbers – guess and check 	<ul style="list-style-type: none"> Perform all four operations with whole numbers Identifying strategy and solve multiple step problems Solve multi-step equations with variables ($3 + 1 + x = 5$) Use methods of estimation to round whole numbers and fractions or decimals
0-60	61-110	111+

Grade 6 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
<ul style="list-style-type: none"> • Perform one out of four operations with fractions or decimals • Interpret data displayed on provided tables and graphs (are there more white dogs or brown dogs) • Recognize two dimensional geometric attributes (are these lines parallel? Matching shapes) • When given choices, estimate – guess the quantity and check the amount 	<ul style="list-style-type: none"> • Perform two out of four operations with fractions or decimals • Collect, organize, interpret and display data in tables and graphs to solve problems • Recognize two dimensional and three dimensional geometric attributes • Use methods of estimation to round whole numbers – guess and check 	<ul style="list-style-type: none"> • Perform three out of four operations with fractions or decimals • Collect, organize, interpret and display data in tables and graphs to solve problems and draw conclusions • Apply geometric attributes to real world situations (making maps) • Use methods of estimation to round whole numbers, fractions and/or decimals
0-50	51-105	106+

Grade 7 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
<ul style="list-style-type: none"> • Indicate ratios (comparing quantity) • Order integers • Use one out of four operations with integers, fractions or decimals (units of measurement, etc.) • Use a strategy to solve a problem 	<ul style="list-style-type: none"> • Solve problems using ratios or percents • Compare and order integers • Use two out of four operations with integers and fractions or decimals in real world situations • Use two different strategies to solve a problem (numerically, graphically, etc.) 	<ul style="list-style-type: none"> • Solve problems using ratios, proportions and percents • Compare and order numbers (integers, decimals and/or fractions) • Use three out of four operations with integers and fractions or decimals in real world situations • Use multiple strategies to solve a problem (numerically, graphically, symbolically, etc.)
0-60	61-110	111+

Grade 8 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
<ul style="list-style-type: none"> Determine if an event is likely or unlikely to happen (probability) When using the commutative property, ($3 + 2 = 2 + 3$) student recognizes the equations are balanced Determine one of the four: mean, mode, median or range Determine if a number sentence is equal or not equal 	<ul style="list-style-type: none"> Indicate probability in numeric form (e.g., 1 out of 6 chance) Demonstrate balanced equations using the commutative property Determine two of the four: mean, mode, median or range Complete equations and inequalities using the symbols $<$, $>$, or $=$ 	<ul style="list-style-type: none"> Use probability concepts to answer questions Apply commutative property to balance equations Determine three of the four: mean, mode, median or range Solve equations and inequalities using the symbols $<$, $>$, or $=$
0-70	71-120	120+

Grade 11 - Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
<ul style="list-style-type: none"> Recognize an example of the commutative property Identify a number sentence for a real world problem involving an unknown Recognize two dimensional geometric attributes (area, perimeter, parallel lines, etc.) Identifies mathematical concepts in consumer situations (money, time, measurement, graphs/tables) 	<ul style="list-style-type: none"> Using the commutative property, find the unknown ($3 + 2 = \underline{\quad} + 3$) Create a number sentence for a real world problem involving an unknown Recognize two dimensional and three dimensional geometric attributes Uses mathematical reasoning in consumer situations (money, time, measurement, graphs/tables) 	<ul style="list-style-type: none"> Use commutative property to solve real world problems Create and solve a number sentence for a real world problem involving an unknown Apply geometric attributes to real world situations (interpreting maps and graphs) Uses mathematical reasoning in advanced consumer situations (discounts, total costs, time, measurement, graphs/tables)
0-60	61-109	110+